

Game Interface Prototype Critique Form

Name

Email

1. Overall First Impressions

What are your initial thoughts about the game interface?

2. Visual Design

How would you rate the following aspects?

Layout

Icons

Readability

Comments on Visual Design

3. Navigation and Usability

How would you rate the following aspects?

Navigation

Intuitiveness

Comments on Navigation & Usability

4. Functionality

Are there any features you found missing or unnecessary?

5. Suggestions for Improvement

Your suggestions